

A small red Prinny character with a single eye and a wide grin, holding a red laser pointer that points towards the title.

PRINNY 2

◆ Dawn of Operation Panties, Dood! ◆

INSTRUCTION MANUAL



Basic Controls

Menu



Action Stages

directional buttons

Move Prinny with the right or left button (down button to squat)

analog stick

Move Prinny (press down to squat)

○ button

Spin Prinny. To Dash, hold the button down and then let go while pressing the left or right button. Press the down button during Dash to Slide. Prinny Cyclone will activate during Break Mode.

× button

Jump. Press the button again while in the air to Double Jump. To Hip Pound, press the down and × buttons while in the air. Press the × button while pressing the down button to activate Husky Hip Pound during Break Mode.

△ button

Lift and throw

□ button

Slash attack. Air Slash if pressed while in the air. Press the □ and R buttons in the air during Break Mode to activate Prinnikaze.

L + R button

Press the L button + R button + × button at the same time to self-explode.

R button

Move the screen by pressing the R button and the up or down buttons.

START button

Not used

SELECT button

Display system menu



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Prologue

This is the Netherworld ...

**A dark world where evil demons follow their primal instincts.
The demons on the lowest part of the totem pole are called Prinnies.
They possess the souls of riffraff, knaves, and criminals.
They serve out their afterlife laboring endlessly.
They are tormented with work until they have paid for their sins.
And once again, an incident was about to befall the Prinnies who
serve the Demon Lord-**



Characters

Prinny

A vassal hired by Demon Lord Etna. Under his thin skin is a burdened soul from the human world. He's easy-going, lazy, and unreliable. By Etna's order, donned in a red scarf, he's on a brutal mission once again.





Demon Lord Etna

A master to the Prinnies. She's the (self-proclaimed) beautiful Demon Lord who possesses immeasurable power despite her girly appearance. With her arrogance, she subjugates the Prinnies. She's extremely difficult, capricious, and loves sweet desserts.

Prinny Squad

A group of Prinnies who work under Etna. The squad members toil very hard at the Overlord's Castle cleaning, doing laundry, and napping. Apparently, their favorite food is saury, but they'll usually eat anything. Each Prinny has a slightly different personality from one another, but most of them are usually noncommittal and irresponsible.



Starting The Game

- **New Game**

Displays difficulty selection screen. The difficulty level can be changed anytime during the game.

- **Continue**

Load your save data to continue from your previous.

- **Settings**

Change settings.

- **Data Swap**

Exchange Replay Data with other players.



New Game and Continue

You can save your game progress through the Save Manager at the base, so you can load that data later to continue your journey.

*In order to create save data, you must have at least 128KB of free space on your Memory Stick Duo™ or Memory Stick PRO Duo™. To save Replay Data, you will need at least 384KB of free space.

Please select "Continue" on the title screen in order to load your saved play data.

CHECK!

You can transfer all your scores and collected data, and then restart the game once you clear the game or reach a Game Over.

Utilize this system to grind.

If you restart a game from the title screen by choosing "New Game," the data will not be transferred.

*You can confirm your data by reviving the Data Manager at the base.



Settings

You can change your game experience from the Settings menu on the title screen, or in the system menu by pressing the SELECT button during the game.

Settings

SFX Volume

Adjust among 5 levels of sound effect volume.

BGM Volume

Adjust among 5 levels of music volume.

Voice Volume

Adjust among 5 levels of voice volume.

Camera Switch

Turn the camera movement ON or OFF during Air Slash.
No matter the setting, camera movements will be turned OFF during boss battles in the Super Duper Demon stage.*You cannot change this setting during action stages.



Data Swap

You can exchange your Replay Data with other players by connecting with them through the WLAN function (ad hoc), so please make sure the WLAN switch is turned ON. You can start creating Replay Data by reviving the Replay Manager at your base, and then speaking with them to view your data.

Instructions

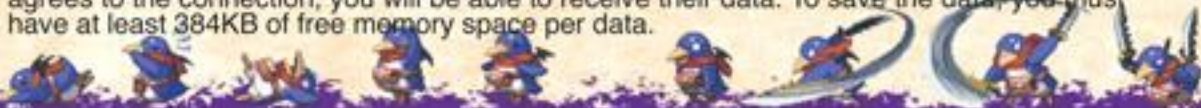
- 1) Turn on the WLAN switch and select "Data Swap" on the title screen.
- 2) Select "Set Username" and create your name.
- 3) Select "Begin Connection." If you want to share your data, become the Host. If you want to receive data, become the Guest.

Host

When another player chooses to become the Guest, you will receive a notification. Once you're connected with the Guest, choose the Replay Data you want to send.

Guest

Choose a player to connect with from the list of Hosts around you. When the chosen Host agrees to the connection, you will be able to receive their data. To save the data, you must have at least 384KB of free memory space per data.



Objectives & Flow

The main Prinny will suffer through his mission to find the stolen panties belonging to Demon Lord Etna. You must collect Rare Items from around the Netherworld in order to catch the thief. Obtain Rare Items from the bosses of various stages and bring back the panties by morning (within 10 hours).



① Select Difficulty Level

Select the difficulty level you want to play in. You can change it during the game, as well.



② Opening Demo





③ Tutorial Stage

Practice the basic controls in this tutorial stage.



④ Prinny Base

Access each stage from the base. Various functions will become available as you progress through the game.
*Saving will be performed here.



⑤ Select Stage

Choose which stage to play out of the six available. You cannot play the stage again if you have already cleared it.





⑥ Action Stage

You will clear a stage once you defeat the boss at the end of each stage. A result screen will pop up at the end to show your clear time, number of deaths, and the number of Lucky Dolls obtained.

Return to the base again and challenge another stage.
What happens after clearing all six stages...!?

CHECK!

The hours displayed in the game are not the actual time. One hour will pass as you clear one stage.
As time passes, the geography and difficulty of the stages will change.



● Difficulty Levels

You will select the difficulty level upon starting a new game. It will not affect the storyline or endings, so it's up to you to decide which level you want to play at. You can also talk to the Tutorial Manager at the base to change the setting once the game starts.



Hell's Finest

Level: ★★★★★ (Very Difficult)

One contact with an enemy and you're out. This difficulty level will surely become addictive.

Standard

Level: ★★★ (Recommended)

You get two contacts before blowing up. The scarf-shaped icon at the top left shows your remaining life.

Very standard difficulty.



Baby Mode

Level: ★ (Easy)

Resist up to three contacts. The diaper-shaped icon at the top left shows your remaining life. There will also be supporting objects like Baby Blockens, and some stronger monsters will not appear. You baby.



Baby Blockens



 Prinny Commands**[Move, Squat]**

Move Prinny with the left or right buttons.

Press the down button to make Prinny squat.

Prinny will not be able to attack or move around while squatting, but it becomes handy when you want to dodge an incoming object.

**[Jump, Double Jump]**

Press the X button to Jump. Press the X button again while in the air to Double Jump.

**CHECK!**

The axis of the jump will not change, but you can utilize this to strategize your attacks.



[Move, Squat][Slashing, Air Slash]

Press the  button to do a Slashing attack.

Press the  button again while in the air to do an Air Slash.

CHECK!

Air Slash gives a wider attack range, but decreased power.
Try to use the most efficient attack based on the situation.

**[Hip Pound]**

Press the  button while holding the down button in the air to do a Hip Pound. The enemy receiving the Hip Pound will be temporarily stunned. You may have to Hip Pound some monsters several times to stun them.

**CHECK!**

Stunned enemies will stop moving and their defense will decrease drastically.
You can also Hip Pound powerful enemies like Gargoyles.
Double Jump off of enemies after doing a Hip Pound to reach higher places.



[Hang Down]

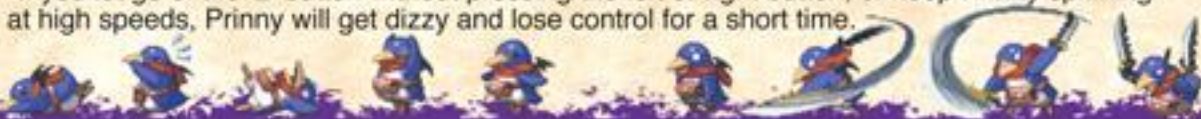
Press the directional button towards the edge of the ground to hang down. Press the up button to climb up, or the down button to fall down. You can also hang onto the edge by pressing the directional button towards the edge while jumping. When you're climbing up, make sure to look around first for any dangers.

**[Spin & Dash]**

Hold down the  button to make Prinny spin. The longer you hold down the button, the faster Prinny will spin. Let go of the  button while pressing either the left or right buttons to dash. Prinny is invincible while spinning at high speeds.



*If you let go of the  button without pressing the left or right button, or keep Prinny spinning at high speeds, Prinny will get dizzy and lose control for a short time.



CHECK!

The control for dashing is a little complicated, but it's a very important technique to use. Practice it many times and master it.

[Sliding]

Press the down button while dashing to slide. Prinny is invincible while sliding. Pressing the ○ button while sliding will slightly lengthen the distance traveled.

**[Lift & Throw]**

Press the Δ button to lift an object nearby. Press the △ button again to throw the object.



*Barrels, Bombs, Tanks, and stunned enemies are some of the things you can lift. Enemies will awaken from stun status even if they're being lifted, so be careful.



● Break Actions

These are skills only available during the Break Mode. Master these skills to help you beat the game.

[Prinny Cyclone]

Inflicts damage to surrounding enemies with the scarf while spinning at high speed. Prinny is invincible while this skill is active. The power is nothing special, but it can be utilized to inflict damage to multiple enemies at once and possibly stun them.

[Husky Hip Pound]

Hold down the $\times$ button while pressing the down button in the air to build the power up to the next level. Unlike the normal Hip Pound, this will stun enemies while inflicting damage at the same time.

[Prinnikaze]

Activate by pressing the R button and $\square$ button while jumping. This is a special skill that unleashes attacks toward the ground. This is a very powerful attack, but activating it will consume your Combo Gauge, so make sure you use it at the right time.



CHECK!

The power of your normal slash attack is also stronger during Break Mode. Keeping Break Mode as long as possible is one of the best ways to advance through stages.



Prinnikaze



Prinny Cyclone



Husky Hip Pound





Prinny Base

This is a place where Prinnyes hang out, located in one corner of the Overlord's Castle.



① Residents at the Base

Press the  button nearby and talk to the residents and Prinnyes at the base.

② Save Manager

Save your game progress here.

③ Door

Access the Throne Room inside the Castle from here. Depending on your progress, you might jump to a stage from here.

④ Cannon

Fly to each stage from here.

⑤ Remaining Time

Displays the time left until the mission deadline.

⑥ Nameless Soul

Revive them with magical orbs you collect throughout the stages.



CHECK!

Save Manager is just a soul in the beginning of the game. Talk to the blue Nameless Soul towards the right end of the Prinny Base.

CHECK!

An athletic course that changes with time is located above the base. Go there and collect the items every hour... something might happen!



Residents

The residents other than the Tutorial Manager have to be revived. Find each Evil Orb to revive the Nameless Souls.

Tutorial Manager

Practice your basic controls and learn various useful information in order to beat the game. *You can change the difficulty level here.

Data Manager

View high scores, gathered items, and other data.

Dimension Guide

Access the stages you've already cleared or any downloaded stages.

Replay Manager

View your saved replay data.



Concierge

Bring her any Invitations or various sweets you find in the stages to “invite” unique facilities to the base. Some facilities will give you advantages in the game, so even if you think the game is really hard, try using this system to complete it!

CHECK!

You can obtain Invitations from special enemies in the stages.
Try to defeat them if you encounter strange monsters.



● Stage Selection



CHECK!

The stage rank is the difficulty level of that current time frame. The difficulty will change as time changes.



Action Stages

The Screen



① Remaining Prinnies

One Prinky will explode as you take damage. Once the number reaches zero, it will be Game Over.

② Score

The score amount earned throughout the game.

③ Remaining Time

One Prinky will be lost once you reach the end of the time limit. The time limit during action stages is 8 minutes, and 3 minutes during boss battles.



④ Combo Gauge

The gauge will increase as you obtain sweets, Slash, or Hip Pound enemies; Break mode will activate once the gauge is full.

⑤ Scarf (Diaper)

This is the Prinny's stamina level.

You will see the scarf icons in standard and diaper icons in baby mode. One will be consumed as you come in contact with an enemy.

When you come in contact with an enemy when you don't have those icons showing, then one Prinny life will be lost.

*No matter the number of icons, falling off of an edge or being timed out will cost one Prinny life.



The Screen

You will be forced to go back to the beginning of the stage or a Revive Point if you make a mistake. At the time, you will receive a title to honor the last Prinny who fought. There are five ranks of titles.

1st Title	Prinny God.
2nd Title	Prinny King
3rd Title	General Prinny
4th Title	Captain Prinny
5th Title	Squad Prinny

The better you perform using various skills, the higher the title you will receive. The titles will add more to your score at the end of the game.

CHECK!

Falling off of an edge and dying will not earn you any title.



System Menu

Press the SELECT button during an action stage to open the system menu.

Retreat

Exit the stage and go back to the base. You will not lose the items, sweets, or score you gained up until that point even if you retreat.

*This option will not appear while you're in the base.

Setting

You can change settings just like in the Setting option on the title screen.

To Title

Return to the title screen.

CHECK!

Current data will be deleted once you return to the title screen. If you want to keep your data, use Retreat first and save at the base's Save Manager.



● Game Clear and Game Over

Game Clear

The scores will be totaled at the end of the stage based on the number of remaining Prinnyes and the type/number of titles you received. Save the clear data to transfer all the data and start a new game. When you save clear data, you can choose to either reset or transfer data.

CHECK!

Try seeing how many times you can replay the game with 1000 Prinnyes and how high of a score you can get!

Game Over

The game will be over once the number of Prinnyes reaches zero. You will have to start the story over, but all obtained data will remain.

You can also try to get a Game Over on purpose!



● Objects in the Stages

Revive Point

Hip Pound the Revive Point to activate a magical field. This will be where the Prinny starts over if one dies during a stage. In Baby Mode, the Combo Gauge will fill up to maximum once you activate a Revive Point.



Atonement Gate

Hip Pound the switch to enter the boss' room.



Action Switch

Hip Pound the switch to activate some kind of attack. Try activating them when you see one.



Sweets

Obtaining these will add to your score and increase the Combo Gauge.
The sweets with higher scores will add more to the gauge.

*Flan*

Score: 100

*Shortcake*

Score: 300

*Parfait*

Score: 500

CHECK!

The sweets will work like currency with some of the residents at the base, so try to collect as many as possible!





Netheryam

Eating one will allow Prinny to expel yellow gas and fly. Press the $\times$ button to release gas.

Normal actions will be turned off during this mode.

The effective time is rather short, so be careful.



Bombs & Barrels

You can lift and throw bombs to deal damage.

Barrels will not explode when you throw them, but hitting them with Bombs will.



Gear Metal YAY

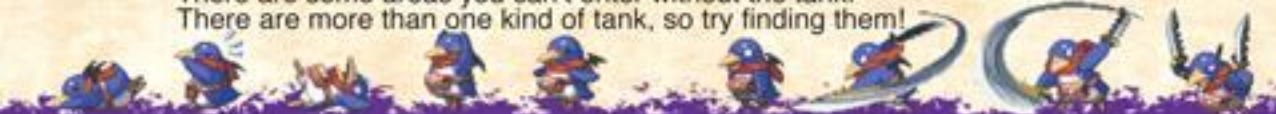
Move it by pressing the left or right buttons. Shoot the cannon by pressing the $\square$ button, or hold it down and let go to shoot a more powerful one. Press the $\times$ button to jump, and the $\circ$ button to turn.

Get in the tank with a Hip Pound. You can only be in the tank for a certain length of time, and once the time is up, the tank will break down.

Press the $\times$ button while pressing the up button to get off.

There are some areas you can't enter without the tank.

There are more than one kind of tank, so try finding them!



*Eryngi*

Hip Pound on them to jump to higher ground. Coming in contact with them will give you damage just like other enemies.

*Lucky Doll*

There are three Lucky Dolls in each stage. Hip Pound the ground where they're hiding to make them jump out.

CHECK!

You can increase the Combo Gauge by Slashing the Etna Scarecrow.



*Weathercock*

A strong wind will blow when you go near a Weathercock. Once the wind starts blowing, it will not stop until you find another Weathercock, or die.

Electric Wave

Coming in contact with it will kill a Prinny no matter what, so be careful.

Blockens

There are various kinds of Blockens. They can be destroyed by Slashing.



● Boss Battles



② Shield Counter

Decrease the number by Hip Pounding the boss. They will be stunned once it reaches zero. Their defense is very low while they're stunned.

③ Action Switch

Something will happen by Hip Pounding them. Try to utilize them whenever you see them.

① Boss Stamina Gauge

Displays the boss' remaining energy level. The gauge will decrease as you inflict damage, and you will defeat the monster once it reaches the bottom.

*Bosses will start to glow red once their energy level is below 1/3, and they will enter Rage Mode. Their attack pattern will change once they're in Rage Mode, so be careful.



CHECK!

Normal enemies will glow red once their energy level is below 1/3, as well. Stun them and throw them to use them like bombs. *Bosses don't explode.

**● Super Duper Boss Battle**

A battle against a very powerful demon, hiding somewhere in the Netherworld, is called the Super Duper Boss Battle.

Before you enter the battle, you will be notified.

Below are some of the differences between Super Duper Boss Battle and normal boss battles:

- Obtain an extremely high scores upon victory
- Obtain the highest title upon victory
- Camera angles will not change



And other rule changes will apply compared to normal battles.

Please view the in-game tutorial for more details.

The Super Duper Boss Battle will be very challenging, but don't give up!

If you absolutely can't defeat them, then you can retreat and challenge a different stage.

● Result Screen

You can view your clear time, best time, number of Prinny deaths, and also your clear ranking.

There are five different ranks you can obtain; S, A, B, C, D.

They are determined by your clear time and number of deaths.

Do your best to get all S ranks!



 Strategy Clues

These are some clues to improve your skills in order to advance through the game.

 Application **Dash-Jump**

Jump while you're dashing to jump farther than usual. Double Jump after that to lengthen the distance even more.

 Triangle Jump

You can jump towards a different direction following the first jump. For example, after jumping towards the left or right, jump again towards the opposite direction to do a triangular jump move. This is useful when you have to get on top of somewhere directly above you.

 Quick Dash

Hold down the  button while dashing to spin, then let go of the button to continue dashing again. You can change directions by pressing the left or right button while spinning.



CHECK!

Use the Quick Dash during Break Mode to activate Prinny Cyclone, hit enemies and dash away. It's a very powerful technique, so try to use it.

**✓ Layer Slash**

When Prinny is doing the Air Slash, you can inflict damage to enemies with both the flying blades and the blade Prinny is swinging. By doing the Air Slash at a short distance, you can inflict great damage to enemies with both blades.

**CHECK!**

Using Layer Slashes will also increase the Combo Gauge.



✓ Sliding Dive

While going into a Slide from a Dash, Prinny's body will temporarily float in the air. Use this at the edge of a cliff to dive into the air in invincible mode.



✓ Uppercut

Press the  button while jumping to hold the sword up to defeat enemies in the air.



Q & A

Q The residents won't revive, dood.

A The Evil Orbs to revive the residents are hidden in various places, dood.

Q I'm getting different rare items depending on the route I take, dood.

A The basic scenario should be the same no matter what route you take, dood.

Q I'm gonna run away, dood!

A It's possible to run away by reviving the resident called Runaway Manager! Running away will cause a Game Over, so you can use it when you want to restart the game and carry over all your data, dood.



Q What is this reward ceremony thing, dood?

A Netherwards are given to you when you fulfill certain requirements during the game, dood. There are different kinds of awards, so try to get them, dood.

Q I can't Break, dood!

A I heard it's easier to get Break Mode when you use Hip Pounds, dood. Or why don't you try slashing Etna Scarecrows? It's our secret way of getting back at her, dood!

Q What's this Super Duper Boss Battle, dood?

A It's a battle against one of the most powerful demons in the Netherworld, dood! It's quite a challenge, but you'll be rewarded with scores and titles! BTW, I personally wouldn't enter places like that.



Q 1000 Prinnies isn't enough, dood!

A There's nothing you can do about that. Just do your best to beat the game with 1000 Prinnies, dood. You can try lowering the difficulty level, too.

Q No! If 1000 Prinnies aren't enough, they aren't enough!

A Try to read the enemies' patterns, dood. Just take your time to learn their movements, and soon you'll see that every one of them moves in a pattern, dood.

If that doesn't work, then you could try the Prinny Bomb, dood.
How do you use it...? I can't tell you that here, dood, but I think you might be able to with a facility you can invite through the Concierge.
I've also heard about the forbidden skill that even surpasses the Prinny Bomb, dood.
But you're gonna need a buncha sweets to use it.
Sounds like you should go and collect as many sweets as possible!



Q What is this self-explode system for, dood?

A There's nothing really special about it, but it's useful when you want to die and start over again, dood...

Q I wanna see Miss Asagi, dood!

A This is supposed to be kept a secret, but something might happen if you keep beating the area above the base every hour... dood.

